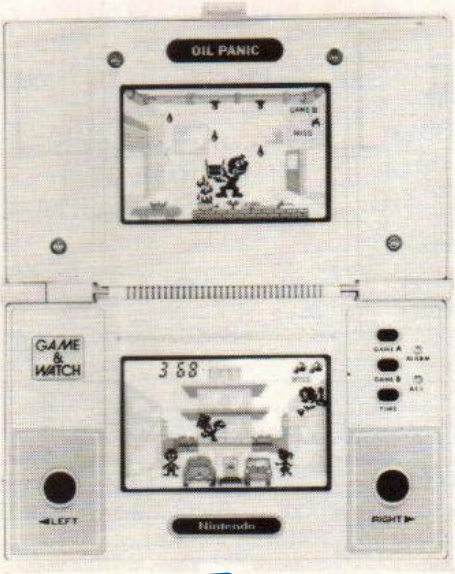


GAME & WATCH™ MULTI SCREEN

OIL PANIC™

(OP-51)

INSTRUCTION

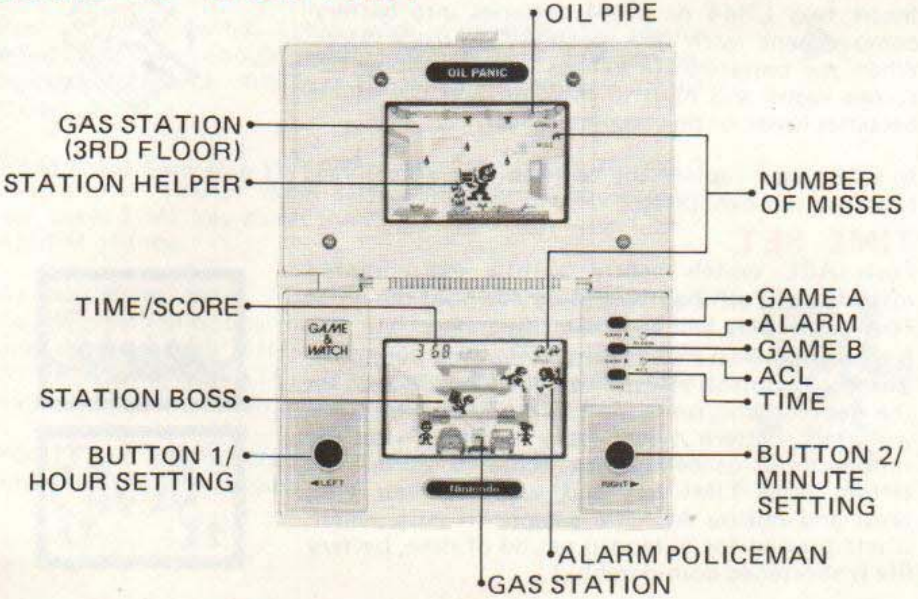
Nintendo®

http://www.replacementdocs.com

CONTENTS

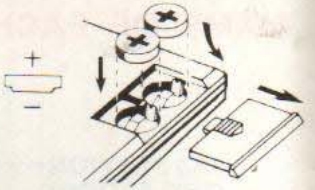
	PAGE
NAME OF THE PARTS	1
BATTERIES · TIME SET	2
ALARM SET	3
HOW TO PLAY	4~7
THE OPERATION OF CONTROL BUTTONS	8~10
CAUTIONS	11~12
SPECIFICATIONS	13

NAME OF EACH PART



INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or be completely lost.

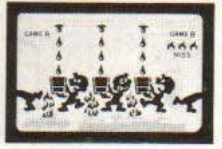


In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold the point down. A display will appear as illustrated.

By pressing Button 1, you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)



ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

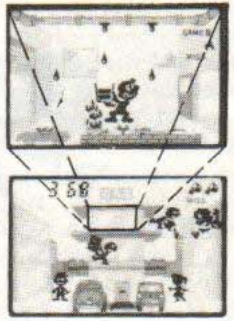
By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the time as an alarm time. Check AM/PM of time.

At the alarm time, ALARM POLICEMAN appears and swings a bell to notice the time. Alarm sound continues for one minute. Push TIME key to turn off alarm sound. (When GAME & WATCH is in game mode at alarm time, policeman swings a bell without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Two customers are waiting at gas station to fuel up. Meanwhile, an oil leak from a pipe on the third floor is causing confusion. Move Station Helper left and right by pressing the control buttons to catch the leaks in his bucket. Oil falls in drops. Helper's bucket holds three drops. Move Helper out to veranda to pour the oil in his bucket into the Boss's oil drum on the second floor. Be careful not to drop oil on the waiting customers.



(Screen)

Upper screen is a zoom-up of the third floor of the gas station where Helper is. All three floors of the gas station appear on lower screen.

(Control Button)

1) BUTTON 1	Press the Button 1, and Helper goes out onto the veranda on left side on top screen, carrying bucket of oil. Press again, and he pours oil into oil drum on second floor.
2) BUTTON 2	Press the Button 2, and Helper goes out onto the veranda on right side on top screen, carrying bucket of oil. Press again, and he pours oil into oil drum on second floor.

(The Beginning of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

(Points)

One point is scored for every drop caught. And one point is scored for the first drop poured from bucket to drum.
The second drop earns 2 points. The third drop, 5 points.
* Highest possible score is 999 points.
(Any score over 999 points is reset to 0, and game starts again.)

1 point **2** points **5** points

(Miss)

- Upper screen
  * When Helper fails to catch oil drops.
  * When Helper's bucket is full (3 drops) and he catches another drops.
- Lower screen
  * When oil spills on customers.

#When either upper or lower screen misses total 3, game ends.
(When game is left for about 5 minutes after game ends, time display returns automatically.)

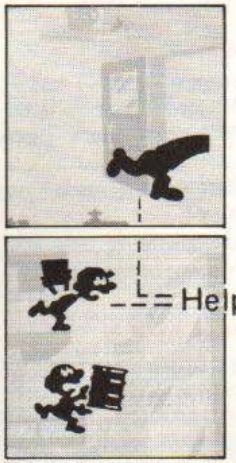
(Bonus Score)

When score reaches 300, fanfare sounds and any miss marks indicated at that time are removed. If there are *no miss marks* on both screen, game goes into CHANCE TIME. Score flashes on-and-off for 20 to 30 seconds during which time another Boss with an oil drum assists in catching oil from Helper. During CHANCE TIME, oil caught in the oil drum of either Boss earns double score.

UPPER

When oil leaks from right side of screen, press the right button so Helper catches oil.

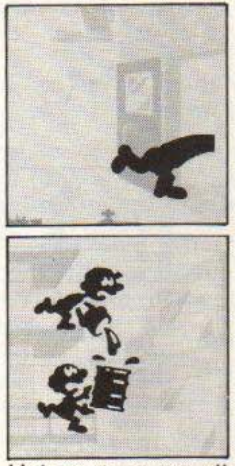
As switch is pressed continuously, Helper will go onto the right veranda.



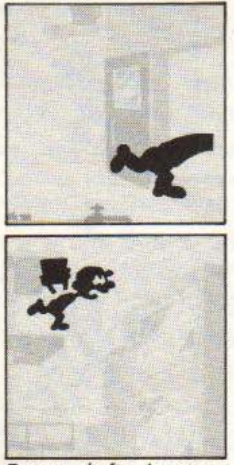
LOWER

Press the right button again and Helper pours oil into Boss's oil drum on the second floor.

THE OPERATION OF CONTROL BUTTONS



Helper must get all the oil into the drum.



Press left button and Helper will turn his bucket upright.

Press again and Helper goes back inside. (If oil drops from left side of third floor pipe, the play is the same in reverse.)

Three drops and the bucket is full

If Helper catches any more oil, it overflows onto the floor and catches fire.

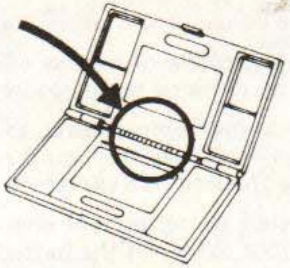
If Helper misses any of the oil, it falls on the floor and catches fire.

If any oil drops on the customers waiting below, they get angry.

CAUTIONS

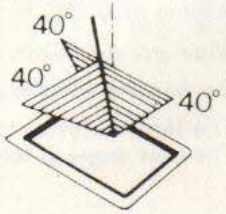
1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature or heavy shocks.
3. Especially at low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Be careful not to press the liquid crystal display heavily. Otherwise, the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner or benzine and alcohol for wiping.
8. The liquid crystal may be difficult to look at depending upon the angle. The best angle at which to look is as illustrated in the figure.

9. Avoid damaging the part in circle.



10. Do not force screen open beyond intended limit.
(This body does not open full 180°.)

11. Screen angle is made for best viewing.



SPECIFICATIONS

Accuracy of the clock	:	Average daily differential within ±3 secs. (under normal temperature)
Battery	:	Two Alkali-Manganese batteries (LR44 or SR44)
Life of the battery	:	For clock display Approx. 6 months on LR44 Approx. 12 months on SR44 For one-hour-game a day Approx. 6 months on LR44
Working temperature	:	10°C to 40°C (50°F to 104°F)

PRINTED IN JAPAN

Nintendo Co.,Ltd.